

SNS-SR-USA

SUPER RATYME


IREM AMERICA CORP



INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM



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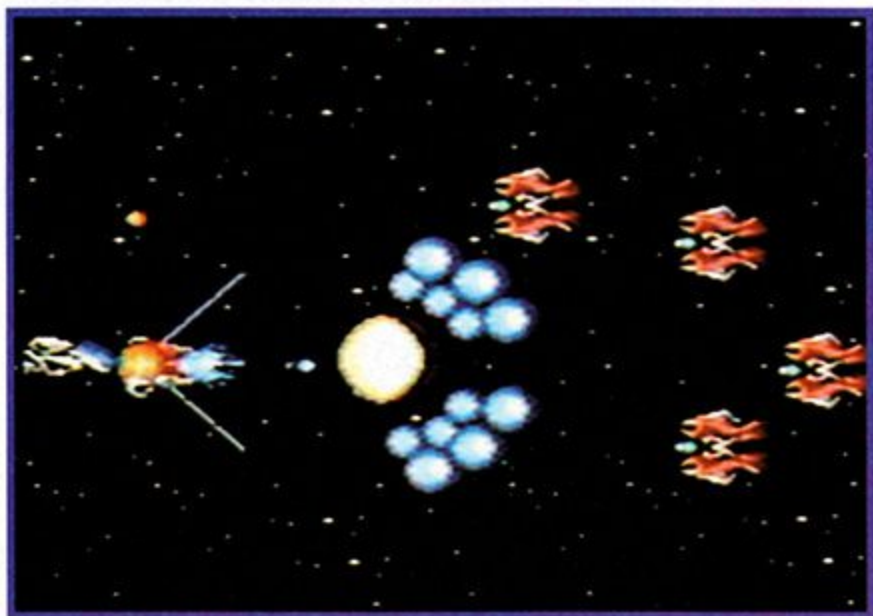
THE BYDO EMPIRE RETURNS!

The powers of the evil BYDO Empire have returned. Now stronger than ever, these diabolical extra-terrestrials are poised to attack the Earth. Mankind has just one hope against these mutant beasts. The formidable R-9 is heading for the front lines at the very frontiers of space. Armed with high-powered, advanced-technology defenses, it is the ultimate battle machine. But is it enough?

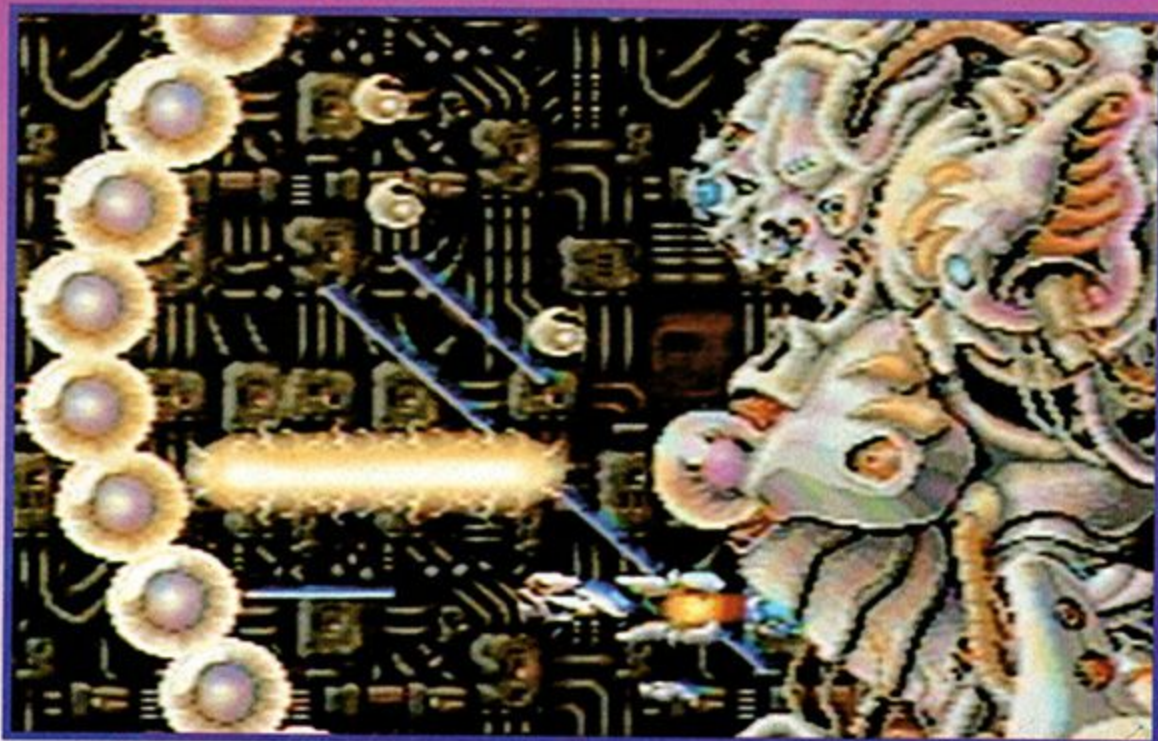


"R" you ready for an adventure that will take you to battle-fronts on the vast frontiers of space?

The alien mutants are armed with highly advanced fire power. But you have some high-tech surprises of your own!



GAME OVERVIEW



As the player (R-9), you must defeat the bosses in each stage in order to wipe out the BYDO Empire for all time. You are provided with three R-9s which will allow you plenty of opportunity for continuous play. The game has seven stages with a powerful BYDO boss in each. One of your key strategies as R-9 is to obtain power-up items which will help you gain the edge over this awesome enemy. In the event you are wiped out by an extra-terrestrial mutant, you start from the beginning of the current stage.

You can adjust the game to: **NOVICE, EASY, NORMAL** or **HARD** by entering the **SELECT SCENE** before the game begins. After you clear the final stage of your selected level, you can move up to the next level of challenge and adventure. If you fight your way to victory through the **HARD** level, you are ready for **PRO** play. Ultimate victory is yours if you make it through the **PRO** mode of Super R-Type. It's super challenging!

GET CONTROL



CROSS BUTTON:

- Controls the player.
- Moves the cursor in the *SELECT SCENE*. (Up or Down)
- Allows the player to select an item. (Left or Right)

SELECT BUTTON:

- Changes *SELECT SCENES*. (Only in *TITLE SCENE*)

START BUTTON:

- Starts and pauses the game.

SELECT MODE:

Press the **START BUTTON** once while in the *TITLE SCENE*. The level *NORMAL/STEREO* will then appear on the *TITLE SCENE*. Press the **SELECT BUTTON** to turn on the *SELECT MODE*.

A BUTTON, R BUTTON:

- Separates and unites the force.
- Stops the sound of *BGM* and *SE* in the *SELECT MODE*.

B BUTTON:

- Fires shots.
- Starts the sound of *BGM* and *SE* in the *SELECT SCENE*.

X BUTTON, Y BUTTON:

- Fires shots in rapid succession. (Automatically)

SELECT MODE:

Cursor (Cross Button Up and Down)
LEVEL: Indicates the difficulty of the game.
SOUND: Stereo or Normal
BGM: Music
SE: Selects the sound effects.

By pressing the **CROSS BUTTON** "up" or "down", you can move the cursor to choose the item. You can then select your choice by pressing the **CROSS BUTTON** either "left" or "right." While in *BGM* and *SE*, use the **B BUTTON** to start the sound and the **A BUTTON** to stop.

After you choose **LEVEL** and **SOUND**, return to the previous scene by pressing the **SELECT BUTTON**. You can then press the **START BUTTON** to begin the game.

PLAYER

Your major goal is to increase the beam gauge energy by pressing the shot button and firing in rapid succession. If you continue to press the shot button, the gauge color will change to red. When the gauge passes the maximum point, the spiraling motion gun is operable.



* WINNING TIP *

ZAP ZABTOM! In the second stage, you have to face the evil and wily boss, ZABTOM. It's critical to position yourself in the lower left corner of the screen. Aim for the creature's eye, and zap!!!!

POWER-UP ITEMS

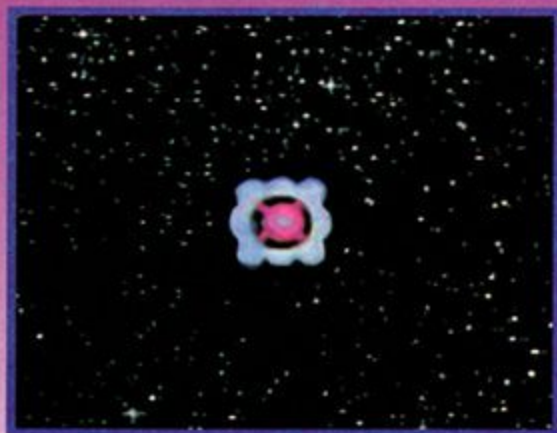
When the **BLUE** or **RED POWER ARMORS** are destroyed, the power-up items appear. If you destroy the **BLUE POWER ARMOR**, five kinds of **LASER UNITS** appear. Defeat the **RED** one, and **MISSILE UNITS** appear. You will increase your power by using the power-up items described below.

If you vanquish the alien Blue Power Armor, you will be rewarded with laser power!



The Red Power Armor puts up awesome defenses. Missile power is yours if you win!

LASER UNITS (Blue Pow Armor)



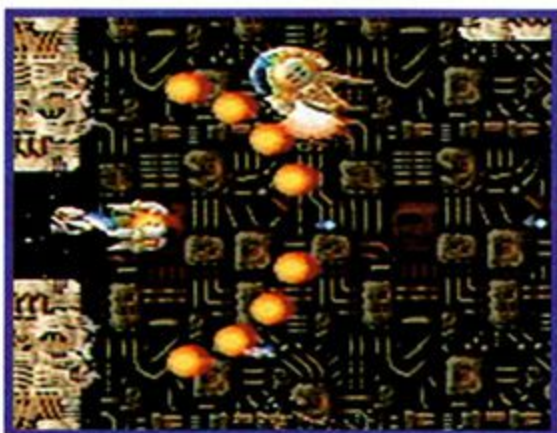
REFLECTING LASER UNIT (BLUE)

This laser will keep reflecting when it strikes an obstacle.



ANTI-AIR LASER (PINK)

This circular laser will keep a fixed distance between the top and the bottom.



SPLIT LASER (GREEN)

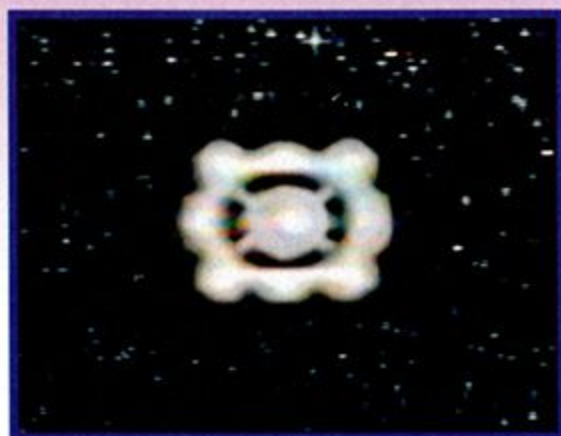
This spherical laser will disperse lasers to a fixed distance.

LASER UNITS (Blue Pow Armor)



LASER (YELLOW)

This laser will keep reflecting when it strikes an obstacle.



SHOOTING GUN LASER (GREY)

This bullet-like laser fires in a straight line and can be the most destructive.



MISSILE (Red Pow Armor)



CHASING MISSILE UNIT (PINK)

This missile will chase and attack enemies.



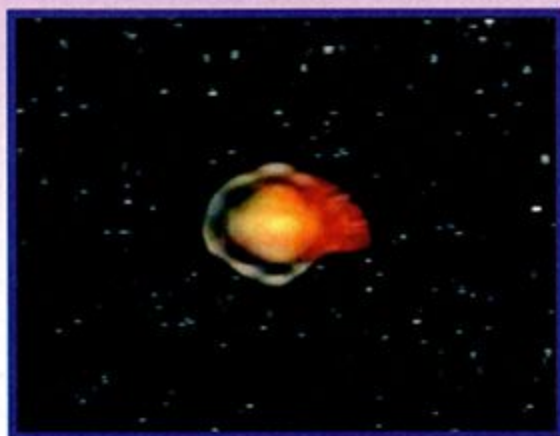
ANTI-GROUND MISSILE UNITS (BLUE)

This missile will bomb spheres continuously by falling diagonally.



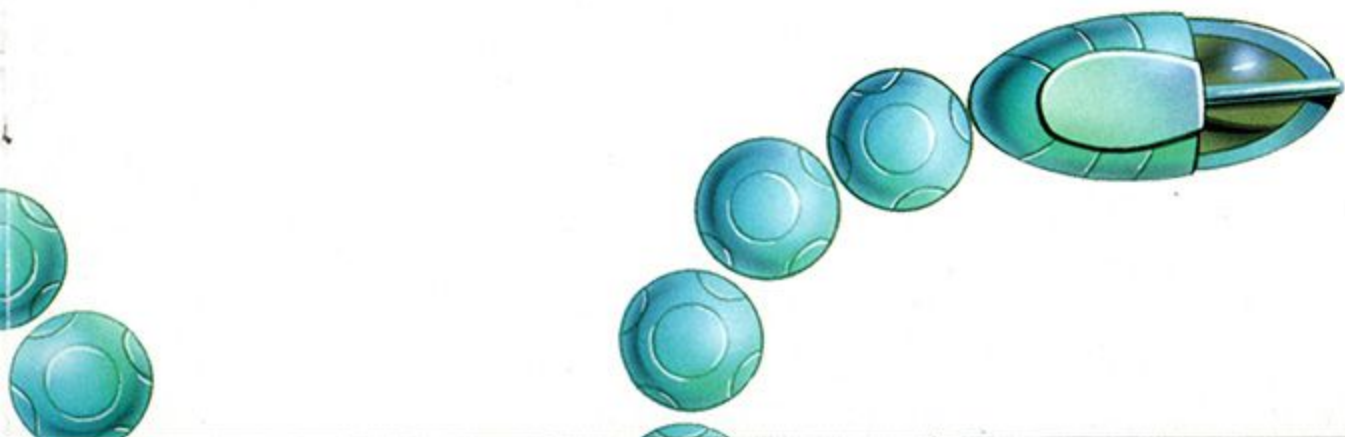
SPEED UNIT

Obtain this unit to increase speed.



PIT

This unit will remain by the player to assist.



* FORCE



When any laser unit is obtained, the weapon called **FORCE** appears. **FORCE** is invincible and can be united with **R-9**. Also, it can power-up.



Attach to the rear to shoot backward.



Attach to the front to shoot forward.

Press the A BUTTON when **R-9** and **FORCE** are united, and they will separate. **Press the A BUTTON** when they are separated and they will unite. **FORCE** can also be attached to the rear of **R-9**.



FORCE POWER-UPS

When laser units are continually obtained, **FORCE** powers-up in three stages. By accumulating and combining more than two units, the laser charge can be used. The laser varies depending on the unit selected.



One Unit



Two Units



Three Units

SEPARATE ATTACK PATTERNS

Once FORCE powers-up, the strength of its attack increases even after separation.



One Unit



Two Units



Three Units

STAGES



THE FIRST STAGE: SPACE

The **ASTEROID BELT** stage. There is a conspiracy with **ZAKO**, flying enemies and the dragon. Watch out for the mines!



THE FIRST BOSS: ILLUMINATOR

This boss has four revolving armors. He fires sharp rocks at varying speeds.



THE SECOND STAGE: RUINS

This is the same as the first stage of the coin-operated **R-Type II**. There are enemies that emerge from the water and the ground.



THE SECOND BOSS: ZABTOM

ZABTOM reinforced the first boss of the coin-operated **R-Type I**. This Boss attacks using not only Mega-bullets, but also Laser charges from his head and Mega-flashers from his chest.



THE THIRD STAGE: CAVE

There are enemies that will rush towards you even though they are struck by weapons and other creature-like enemies.



THE THIRD BOSS: INEXSIS

There is no direct assault from this boss, however, two snakes called **TWIN THROUGH** that pass in and out of his body can attack.



STAGES



THE FOURTH STAGE: GIANT SPACE SHIP

This is the enlarged Space Ship from the coin-operated R-Type I. Tanks and flying enemies emerge one after another from the hatch of this Ship.



THE FOURTH BOSS: PRISONER

This boss is waiting in the Space Ship. He launches reflecting lasers by using his lenses.



THE FIFTH STAGE: MINING FIELD

This is the same as the 4th stage of the coin-operated R-Type II. A maze-like stage which varies in complexity and challenge.



THE FIFTH BOSS: RIOS

Also the same as the 4th stage of coin-operated R-Type II. This boss moves rapidly through the complicated maze using missiles and lasers to attack.



THE SIXTH STAGE: RECYCLING FACTORY

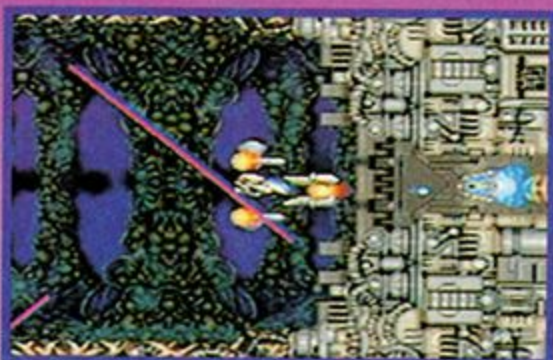
Where the remains of the defeated enemies are collected and recycled. Elevators and belt conveyors operate in this factory.



THE SIXTH BOSS: RECYCLER

This multi-mechanized boss sorts the defeated enemies' remains and attacks by scattering garbage. He also can use lasers.

* STAGES



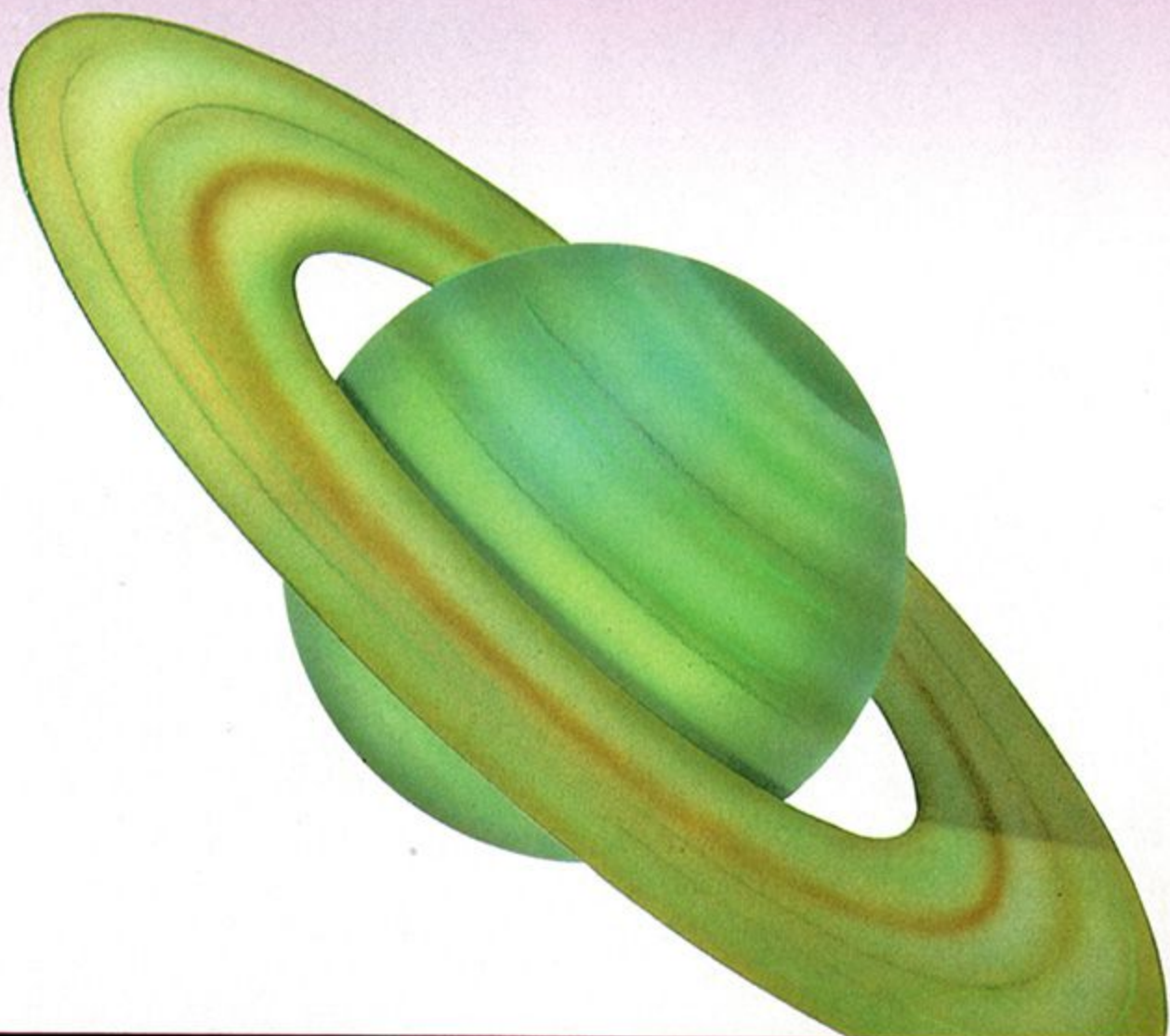
THE SEVENTH STAGE: BAIDO EMPIRE

This is the same as the last stage of the coin-operated R-type II. This stage has various creatures such as hard snakes which are like R-taking insects and ZAKO which can spring forward with rapid speed.



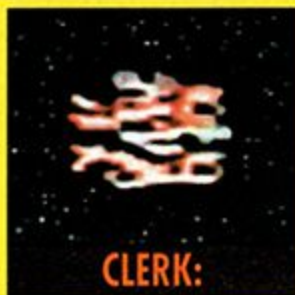
THE SEVENTH BOSS: WOOM

Same as the last boss in the coin-operated R-Type II.



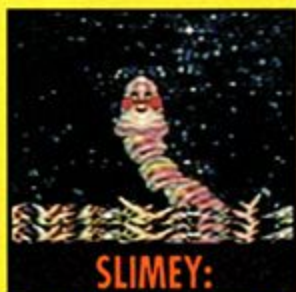
KNOW YOUR ENEMY

Here are ten of the mutant extra-terrestrials you're up against in Super R-Type. We'll surprise you with the rest!



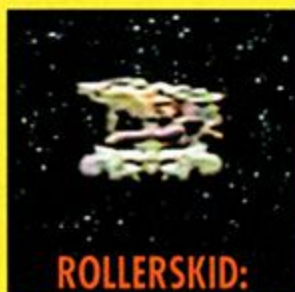
CLERK:

Don't let that harmless name deceive you! He has the hyde of a 757 and shoots a Balkan.



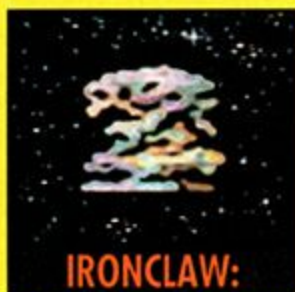
SLIMEY:

This space snake really knows how to slither behind your defenses!



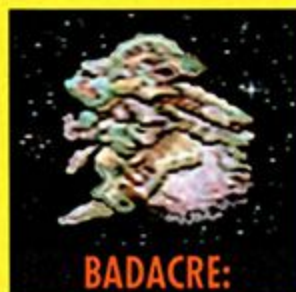
ROLLERSKID:

You have to move fast because this extra-terrestrial moves like a tank.



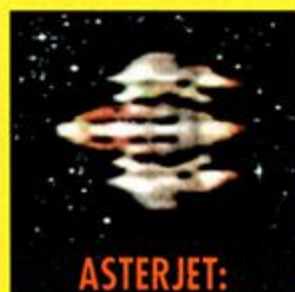
IRONCLAW:

At first, this space cadet looks harmless, until it starts to hover overhead! Then you're in trouble.



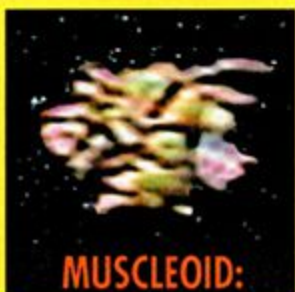
BADACRE:

This mobile-suited mutant has the personality of Godzilla. Good luck!



ASTERJET:

If your first instinct is to run, you may be right. This creep shoots for keeps. Watch out!



MUSCLEOID:

Built like a battleship and armed with a Balkan, Ozborn is tough stuff.



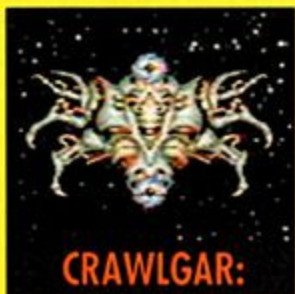
GUARDGOYLE:

The Balkan is Togra's favorite weapon, and the way this guy uses it, you'd think he invented it!



MANGLER:

This space creature has the charm of an asteroid and defenses to match. Attack with caution.



CRAWLGAR:

When this space spider sets its sights on you, there's not a lot of hope. "R" you ready?

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